

Logging Practices

Play+ Logging Helper : playlog Introduction ■ In the Play+ ecosystem, we believe developer tools should be invisible until needed—frictionless by default, powerful when required. This helper is based on the concept of structured, environment-aware logging. Effective logging is crucial for observability, debugging, and understanding user behavior. The playlog helper provides a zero-setup, unified API for capturing application events. This aligns with our core design pillars by making development more Intuitive (a simple API abstracts complexity), our systems more Adaptive (clear logs help us respond to issues faster), and our codebase more Distinct (a consistent logging approach across all projects).

Package Info ■ The Play+ logging helper is provided via the `@playplus/logging` package and is included by default in the Golden Path starter kit.

Description ■ Package / Path Golden Path (Recommended) Pre-installed `/system/play.log.ts` Uplift Path `npm install @playplus/logging` Folder Reference ■ The logging helper and its configuration follow our standardized folder structure for core system logic.

File / Directory Purpose & Guidelines

- `system/play.log.ts` The core logging service. It abstracts the underlying logging library (e.g., Pino) and handles all formatting.
- `config/play.log.config.json` User-overridable configuration for log levels, PII redaction, and log transport (where logs are sent).
- `.env` Environment-specific variables, which can override settings in the config file.

Helper - Pillars Alignment ■ The playlog helper is a foundational tool that reinforces our core design pillars.

Pillar How This Helper Aligns

- Intuitive Primary Pillar:** Replaces the complexity of logging libraries with a simple, memorable API (`info` , `warn` , `error`).
- Adaptive** Automatically adjusts its output and transport based on the environment (e.g., pretty-prints in dev, sends JSON in prod).
- Distinct** Ensures a consistent structure and format for all log outputs across all Play+ applications, creating a unified signal.

Helper Overview ■ The playlog helper is your single, unified interface for all application logging. Its purpose is to abstract the plumbing of a production-grade logging system. Developers don't need to worry about log formatting, timestamps, redaction, or routing; they just need to call the appropriate method. Behind the scenes, the helper automates everything:

- Structured Formatting :** In production, it formats logs as JSON, ready for ingestion by services like Datadog or Sentry.
- Pretty Printing :** In development, it formats logs in a human-readable, colorized way.
- Automatic Enrichment :** It automatically injects context like timestamps, hostname, and application name into every log entry.
- PII Redaction :** It automatically scrubs sensitive data (like passwords and tokens) based on your configuration, before the log is ever written.
- Environment-Aware Transport :** It logs to the console in development but can be configured to send logs to a remote service in production. This means a developer can simply call `playlog.info()` and trust that the system is doing the right thing for the current environment.

Config Options ■ Global configuration is managed in `config/play.log.config.json` and can be overridden by environment variables.

Configuration Priority ■ The playlog helper determines the active log level using the following priority order:

- Environment Variable :** Highest priority. A variable like `LOG_LEVEL=debug` in your `.env` file or CI/CD environment will always take precedence. This is

ideal for temporary debugging. `play.log.config.json` file : The project-wide default setting. This is the recommended place to set the standard for your environments. Built-in Default : If neither of the above is set, the helper falls back to its own internal default, which is "info".

Configuration Details

Config Variable	Default Value	Description	Recommended Value	level
<code>LOG_LEVEL</code>	env var. "debug" in dev, "info" in prod	minimum level to log. In order of verbosity: debug , info , warn , error . Can be overridden by <code>LOG_LEVEL</code> env var.	"debug" in dev, "info" in prod	info
<code>redact</code>	["password", "token", "authorization"]	An array of object keys whose values will be masked (e.g., "[REDACTED]"). Uses partial matching. Add any custom PII keys	transport.type "console"	Where to send logs. "console" for stdout, "remote" to send to a URL. "remote" in production
<code>transport.type</code>	"console"	Where to send logs. "console" for stdout, "remote" to send to a URL. "remote" in production	transport.apiUrl null	If type is "remote", this is the endpoint where logs will be sent via a POST request. Your log ingestion URL
<code>transport.apiUrl</code>	null	An optional API key to be sent in the Authorization header for remote transport. Use environment variables. Your logging service API key	Helper Methods	

Recommended Methods

For clarity, readability, and best practice, we recommend using these level-specific methods. They make your intent clear and allow for easy filtering in logging platforms.

Method Name	What It Does	Method Signature
<code>debug</code>	Logs a verbose message, useful for development and deep debugging. Hidden in production by default.	<code>debug(message: string, context?: object): void</code>
<code>info</code>	Logs an informational message, such as a user action or system event.	<code>info(message: string, context?: object): void</code>
<code>warn</code>	Logs a warning about a potential issue that doesn't prevent the application from working.	<code>warn(message: string, context?: object): void</code>
<code>error</code>	Logs an error, typically with an Error object to capture its stack trace and other details.	<code>error(error: Error, message?: string, context?: object): void</code>

Universal Method

The `add` method provides a flexible, "one-call-to-log-them-all" interface. It intelligently determines the log level based on the arguments provided. While powerful, the level-specific methods above are preferred for readability.

Method Name	What It Does	Method Signature
<code>add</code>	A universal logging method that handles simple messages, contextual logs, and errors intelligently.	<code>add(messageOrError: string Error, context?: object, message?: string): void</code>

Example Usage

```
// features/billing/SubscriptionButton.tsx
import React from "react";
import { playlog } from "../../system/play.log";
import { apiService } from "../../system/api/apiService";

function SubscriptionButton ( { planId , userId } ) {
  const handleClick = async ( ) => {
    playlog . info ( "Subscription button clicked" , { planId , userId } );
    try {
      await apiService . post ( "/subscribe" , { planId } );
      playlog . info ( "Subscription successful" , { planId , userId } );
    } catch ( err ) {
      // Log the actual error object to get a stack trace
      playlog . error ( err , "Subscription API call failed" , { planId } );
      // The universal 'add' method can also be used for errors:
      // playlog.add(err, { planId }, 'Subscription API call failed');
    }
  };
  React . useEffect ( ( ) => {
    playlog . debug ( "SubscriptionButton component mounted" , { planId } );
  } , [ planId ] );
  return < button onClick = { handleClick } > Subscribe </ button > ;
}

// core/auth.service.ts
import { Injectable } from '@angular/core';
import { playlog } from '@playplus/core';
// Assuming helper is available
import { User } from '../models/user.model';
@Injectable ( { providedIn : 'root' } )
export class AuthService {
  login ( credentials : any ) : void {
    const userId = credentials . id ;
    playlog . info ( 'Login attempt started' , { userId } );
    // ... authentication logic ...
    if ( /* login fails */ ) {
      const authError = new Error ( 'Authentication failed: Invalid credentials' );
    }
  }
}
```

```
); // Log the error object for a full trace playlog . error ( authError , 'User authentication failed' , {
  userId } ) ; return ; } playlog . info ( 'Login successful' , { userId } ) ; } } Additional Info ■ Why We
Created This Helper ■ Without a centralized logging helper, developers often default to using
console.log , which has major drawbacks: it's unstructured, has no severity levels, cannot be
configured for different environments, and reveals sensitive information in production. Setting up a
proper logging library like Pino or Winston from scratch is complex and requires significant
boilerplate. The playlog helper solves this by providing a production-ready logging system out of
the box. It abstracts away all the configuration and formatting, allowing developers to add
meaningful, secure, and structured logs with a single line of code. Best Practices ■ Log What, Not
How : Log significant events ("User created") rather than implementation details ("Function
createUser was called"). Log at the Right Level : Use error for actual errors, warn for potential
issues, info for key events, and debug for temporary development tracing. Always Provide Context
: A log message like "API failed" is useless. "API failed", { endpoint: '/users', status: 500 } is
invaluable. Pass Full Error Objects : Always log the actual Error object in playlog.error() to
automatically capture stack traces. Don't Log PII : Trust the redaction system, but avoid logging
sensitive data in the first place where possible. Developer Checklist ■ Is my log message clear
and concise? Have I included relevant context (like a userId or requestId )? Am I using the correct
log level ( info , warn , error )? For errors, am I passing the Error object to playlog.error() ? Have I
double-checked that I'm not logging any sensitive information that isn't covered by the global
redaction config?
```